

Syllabus

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Department of Mathematics,
Statistics, and Computer Science



Department of Mathematics, Statistics, and Computer Science Marquette University

Syllabus

Spring 2018

Course: MSCS 6020 Simulation

Time: TuTh 3:30-4:45 Cudahy Hall 120

Instructor: Daniel B. Rowe, Ph.D.

Course Description From The University Bulletin

MSCS 6020. Simulation. 3 cr. hrs.

Elements of statistical simulation and modeling with applications. Generation of random variables, Monte Carlo method, Markov chains, birth-and-death processes, queues, variance reduction, Markov chain Monte Carlo (MCMC) methods and applications, bootstrapping, validation and analysis of simulated data. Prereq: MSCS 6010 and programming competency in a high-level language.

We will be using Matlab as our programming language.

Office Hours: TuTh 2:30-3:30 pm

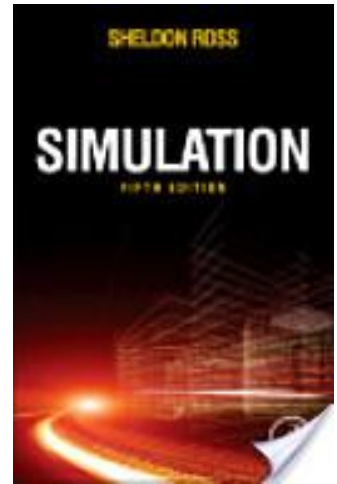
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Text: Ross, Sheldon. (2012).

Simulation, Fifth edition, Academic Press.

ISBN: 0124159710



Grading: A midterm (in class and take-home) on March 8, (bi)weekly homework & class participation, and a final exam (in class and take-home) on May 10, 8:00 am – 10:00 am. Homework & Participation (30%), Mid-Term (30%), Final (40%).

~~Chapter 2: Elements of Probability~~

~~Sample Space and Events, Axioms of Probability, Random Variables, Expectation, Discrete RVs, Continuous RVs, Conditional Expectation and Variance~~

~~Covered by prerequisite.~~

Chapter 3: Random Numbers

Number Generation, Random Numbers to Evaluate Integrals

Chapter 4: Generating Discrete RVs

Inverse Transform, Poisson RV, Binomial RV, Acceptance-Rejection, Composition Approach, Alias Method, Random Vectors

Chapter 5: Generating Continuous RVs

Inverse Transform, Rejection Polar Method for Normal RVs, Poisson Processes, Nonhomogeneous Poisson Processes, 2D Poisson Process.

Chapter 6: Multivariate Normal and Copulas

Multivariate Normal, Generating Multivariate Normal RVs, Copulas, Generating Variables from Copula Models

Chapter 7: Discrete Event Simulation

Discrete Events, Queueing Systems, Inventory Model, Insurance Risk Model, Repair Problem, Stock Option

Chapter 8: Analysis of Simulated Data

Sample Mean and Variance, Interval Estimates of Mean, Bootstrapping for Mean Square Error

Chapter 9: Variance Reduction Techniques

Antithetic Variables, Control Variates, Variance Reduction by Conditioning, Stratified Sampling, Importance Sampling, Common Random Numbers, Exotic Option

Chapter 10: Additional Variance Reduction Techniques

Conditional Bernoulli Sampling, Normalized Importance Sampling, Latin Hyper Cube Sampling

Chapter 11: Statistical Validation Techniques

Goodness of Fit Tests, Two Sample Problem, Validating Assumptions of a Nonhomogeneous Poisson Process

Chapter 12: Markov Chain Monte Carlo Methods

Markov Chains, Hastings-Metropolis Algorithm, Gibbs Sampler, Markov Chains and Queueing Loss, Simulated Annealing, Sampling Importance Resampling

Numerical Flavor

All slides are a summary of the material and do not contain all detail. Book and other sources are the ultimate authority.

Deviations from the text may occur.

Familiarize yourself with Matlab

Chapter 2: Elements of Probability

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Homework 1:

Chapter 2: # 7, 13, 29, 31, 36, 37.

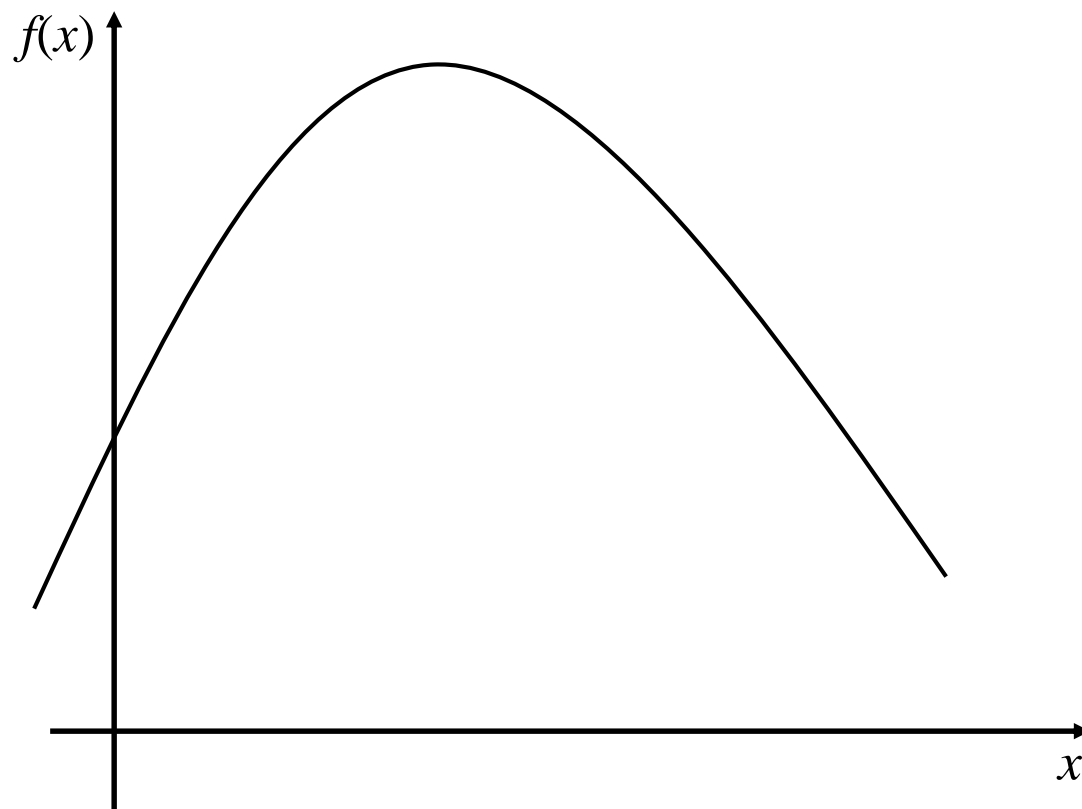
Numerical Integration

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Professor
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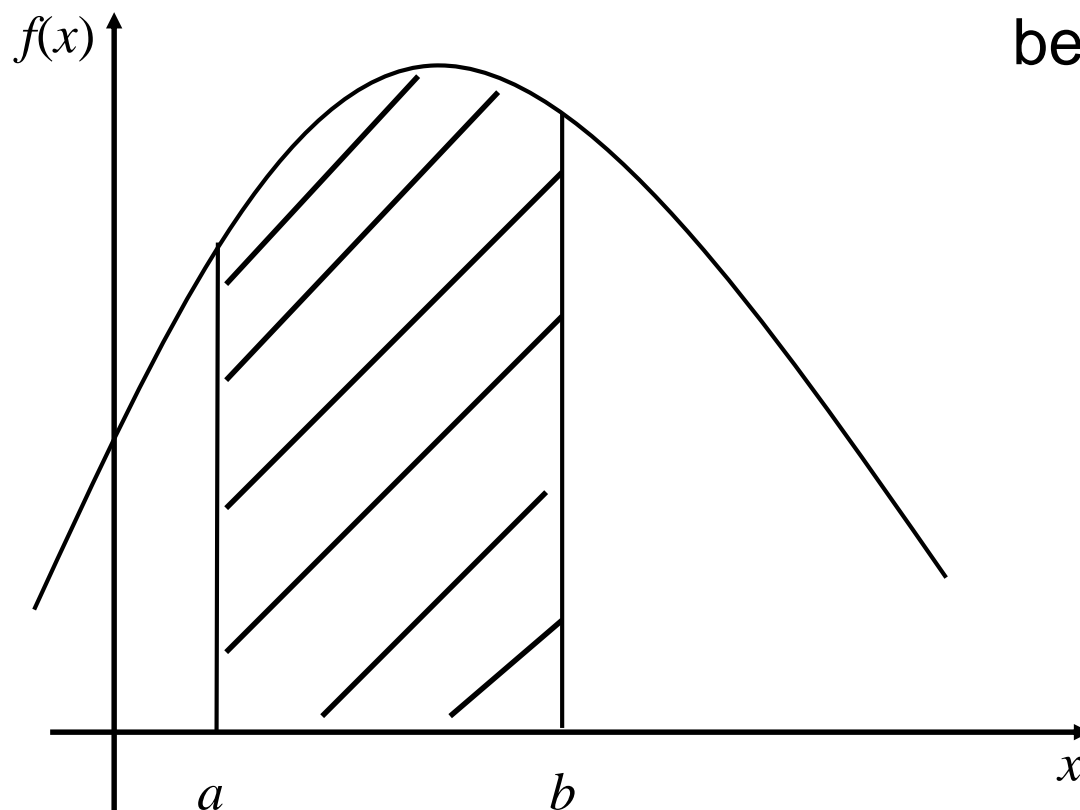


Integration - Area Under Curve

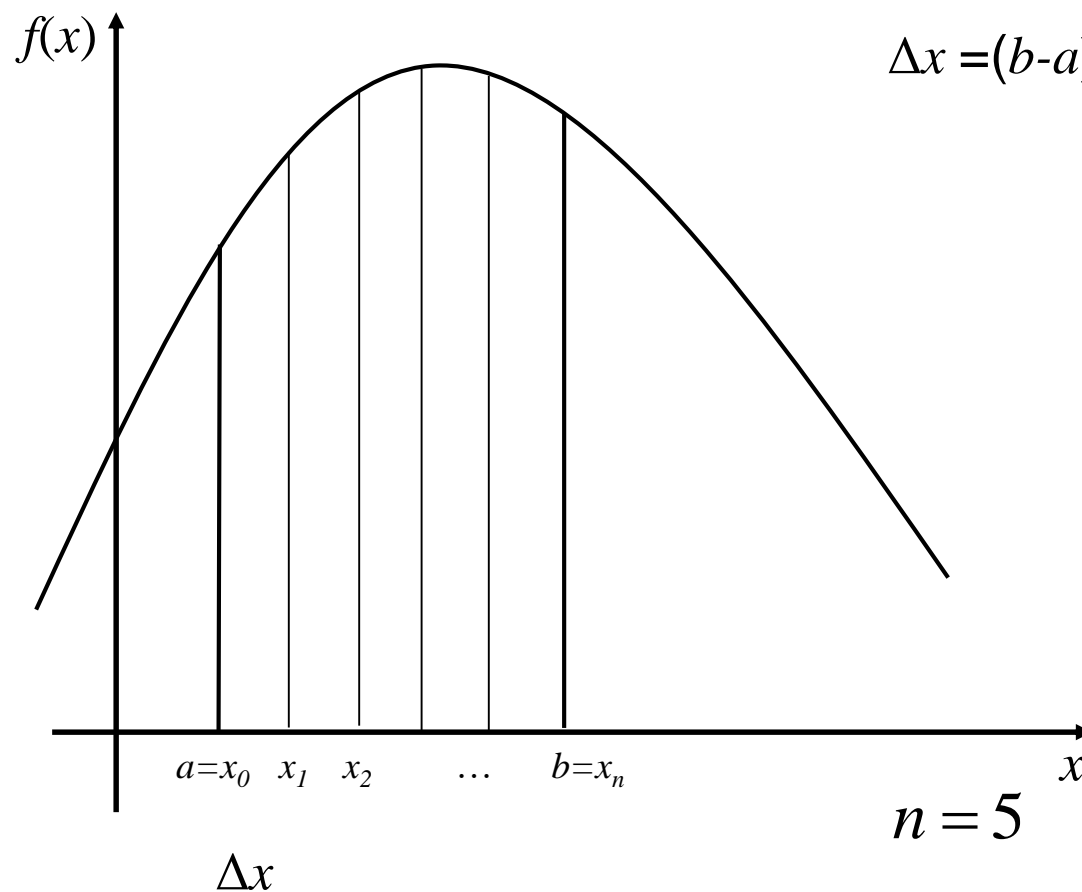


Integration - Area Under Curve

Area under curve
between a and b .



Integration - Area Under Curve

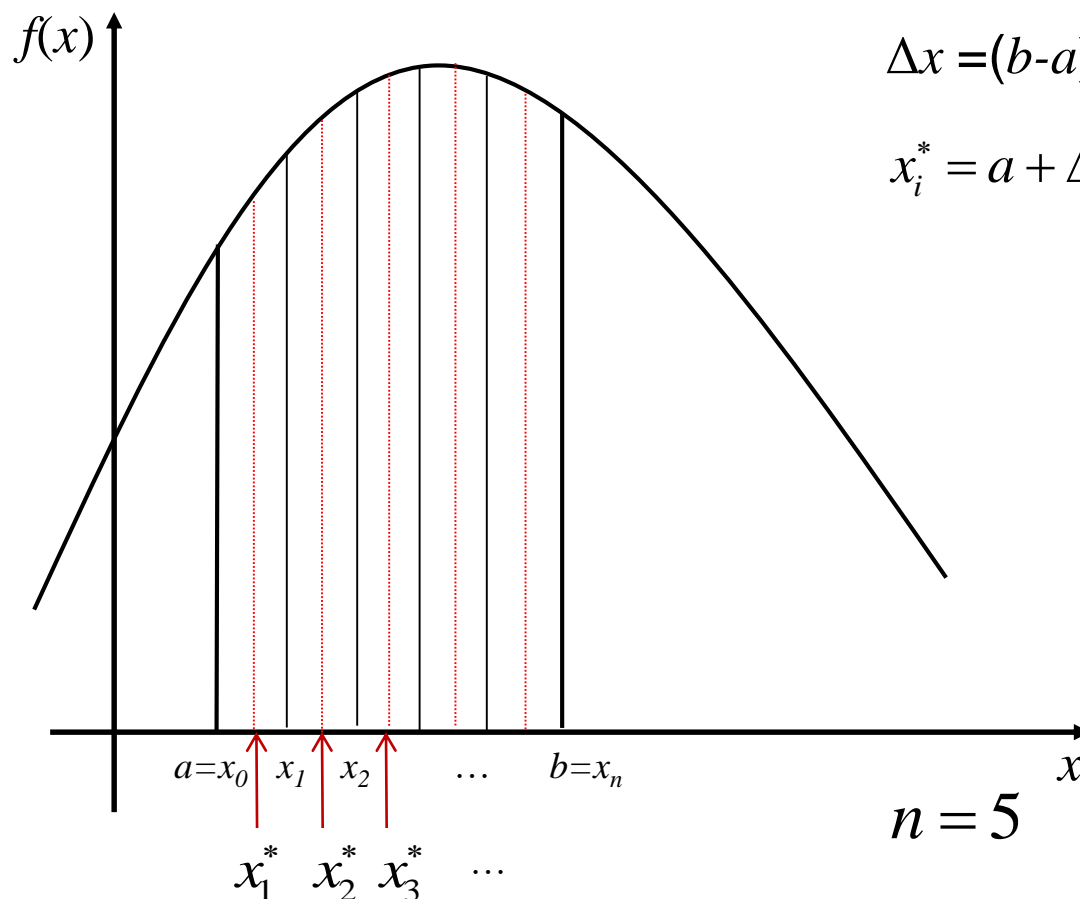


Divide into intervals: Δx small

$$\Delta x = (b-a)/n$$

$$\Delta x = x_i - x_{i-1}$$

Integration - Area Under Curve



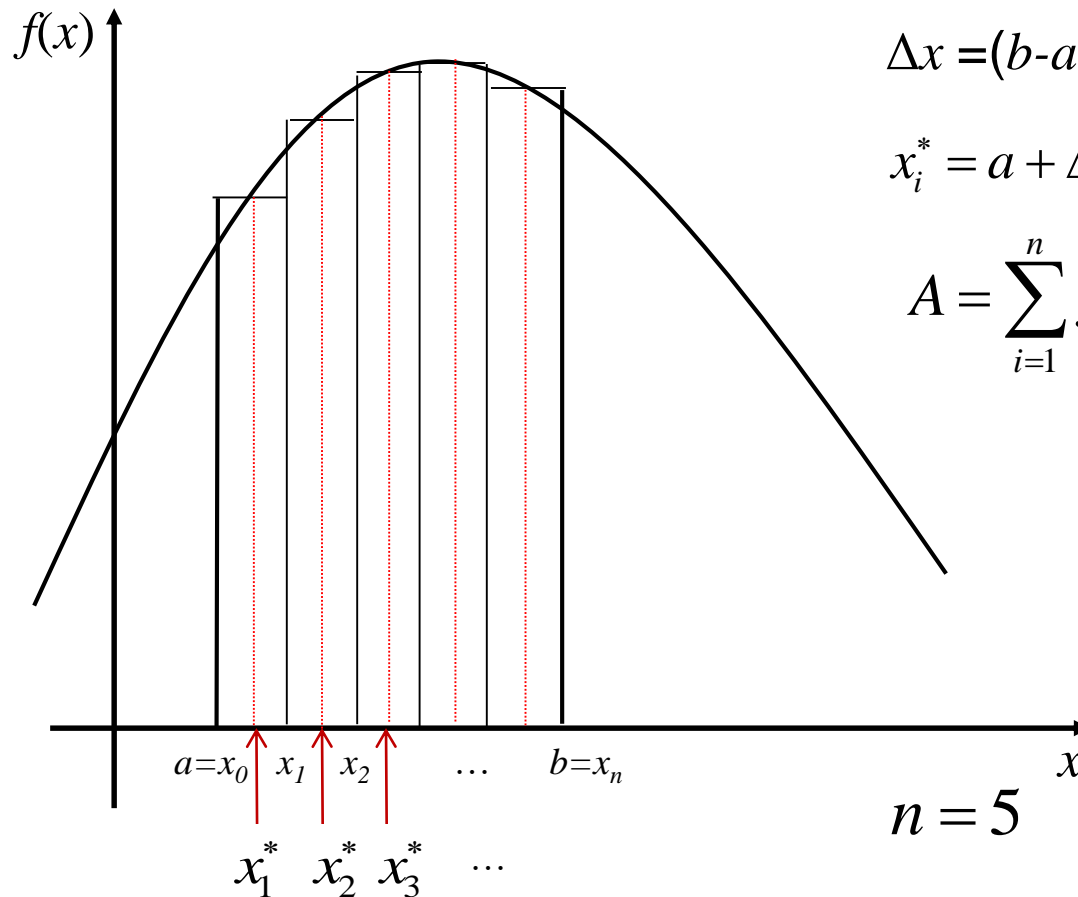
Find midpoints: Δx small

$$\Delta x = (b-a)/n \quad \Delta x = x_i - x_{i-1}$$

$$x_i^* = a + \Delta x / 2 + (i-1)\Delta x$$

$$i = 1, \dots, n$$

Integration - Area Under Curve



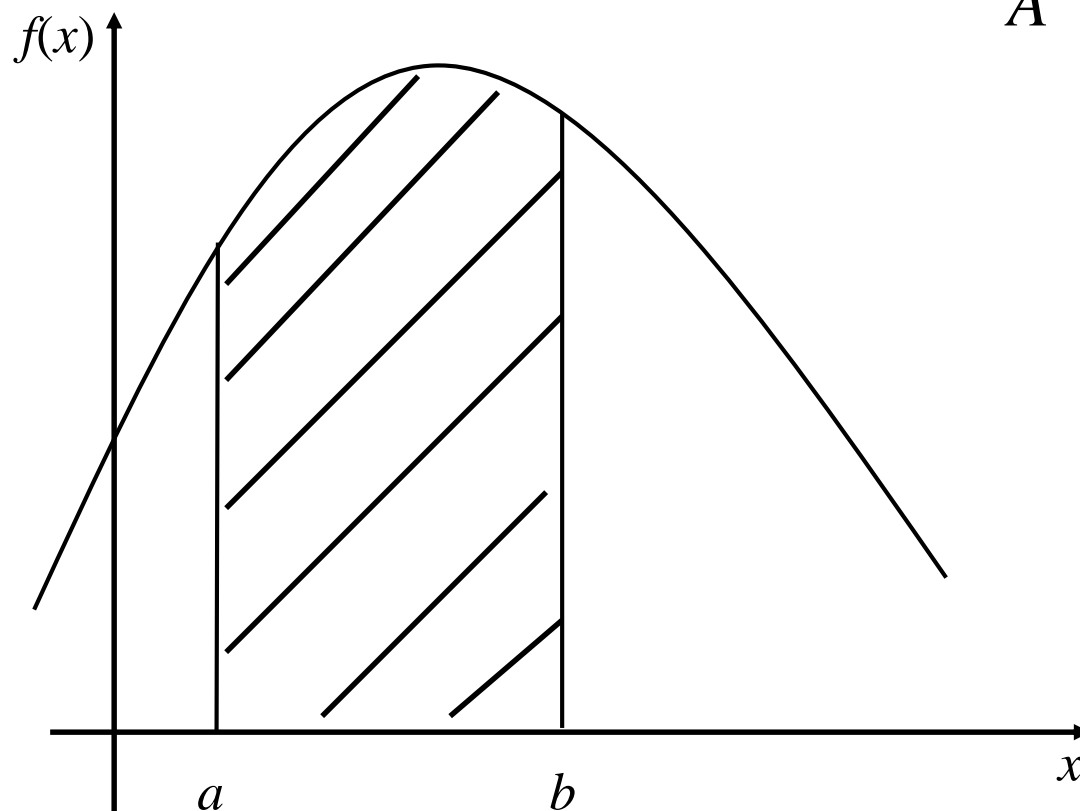
Area by rectangles: Δx small

$$\Delta x = (b-a)/n \quad \Delta x = x_i - x_{i-1}$$

$$x_i^* = a + \Delta x / 2 + (i-1)\Delta x$$

$$A = \sum_{i=1}^n f(x_i^*) \Delta x \quad i = 1, \dots, n$$

Integration - Area Under Curve

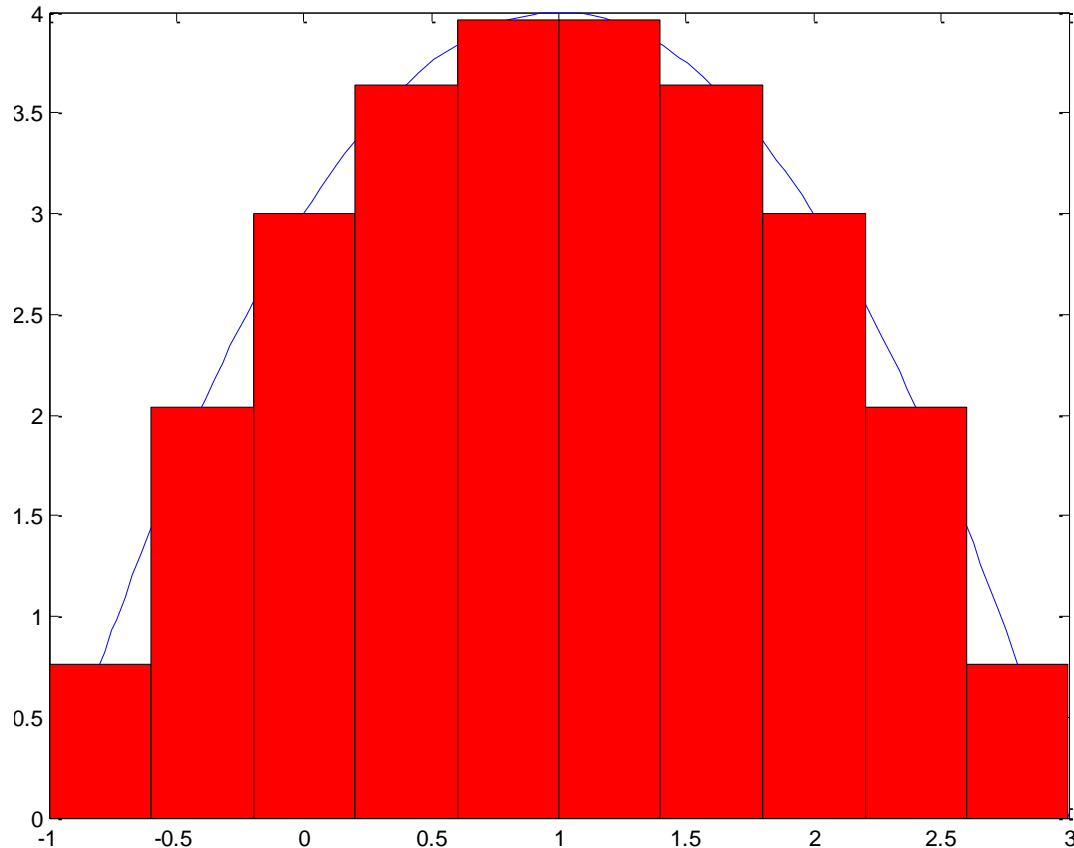


$$\begin{aligned} A &= \lim_{\Delta x \rightarrow 0} \sum_{i=1}^n f(x_i^*) \Delta x \\ &= \int_a^b f(x) dx \end{aligned}$$

$$\Delta x = (b - a) / n$$

$$x_i^* = a + \Delta x / 2 + (i - 1) \Delta x$$

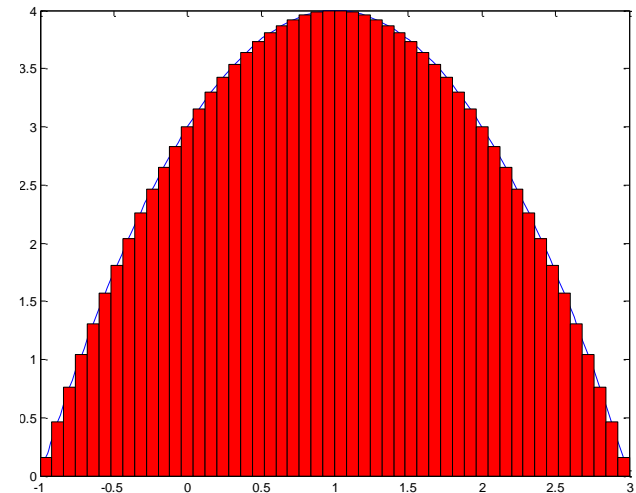
Integration - Numerical Approach



numerical

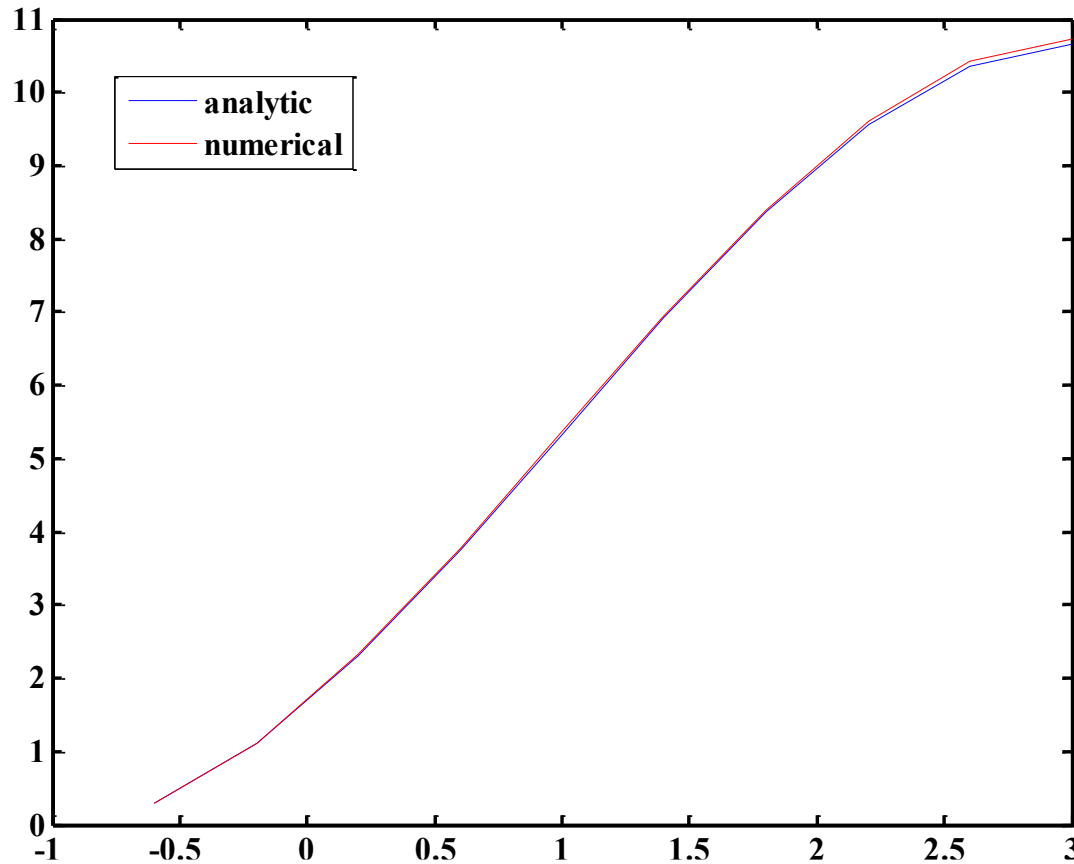
← $n=10, \Delta x=0.4$

↓ $n=50, \Delta x=0.08$



←
analytic

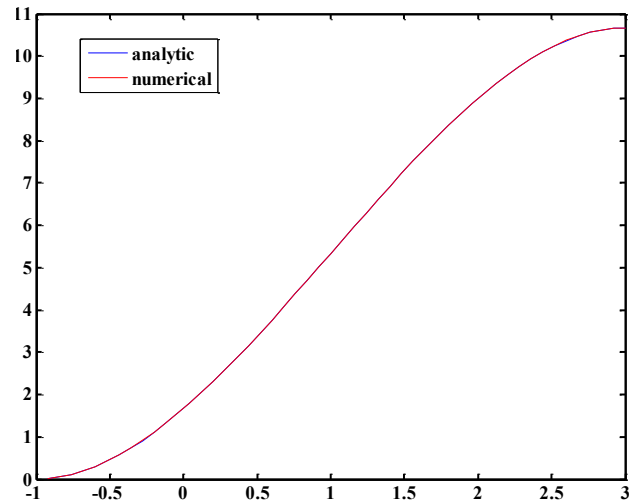
Integration - Numerical Approach



numerical

← $n=10, \Delta x=0.4$
numint=10.7200

↓ $n=50, \Delta x=0.08, \text{numint}=10.6688$



←
analytic

Integration - Area Under Curve

Numerical Integration can be applied to find
Expectations $E[g(x)]$

$$A = \int g(x)f(x) dx$$

Approximated as

$$A = \sum_{i=1}^n g(x_i^*)f(x_i^*)\Delta x$$

Homework:

$$f(x) = x^3, x \in \mathbb{R}$$

- 1) Differentiate analytically and evaluate at $a=-1$ and $b=1$.
- 2) Differentiate by hand numerically with $\Delta x=0.5$.
- 3) Write a Matlab program for 2) then let $\Delta x=1/100$.
- 4) Integrate analytically and evaluate from $a=-1$ to $b=1$.
- 5) Integrate by hand numerically using $n=4$.
 $\Delta x = 0.5 \quad (x_1^*, x_2^*, x_3^*, x_4^*) = (-0.75, -0.25, 0.25, 0.75)$
- 6) Write a Matlab program for 5) then let $n=100$.

Chapter 3: Random Numbers

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3.1 Pseudorandom Number Generation

“Random” (0,1) numbers

Multiplicative Congruential Method

- (1) Start with seed x_0
- (2) Compute $x_n = ax_{n-1}$ modulo m , $n=0,1,2,\dots$
where a and m are given positive integers

$$x_n = \text{remainder}(ax_{n-1} / m) \sim U(0,1)$$

choose $m = 2^{31}-1$ and $a=7^5$ for 32 bit machines

3.1 Pseudorandom Number Generation

“Random” (0,1) numbers

Mixed Congruential Method

- (1) Start with seed x_0
- (2) Compute $x_n = (ax_{n-1} + c) \text{ modulo } m$, $n=0,1,2,\dots$
where a , c , and m are given positive integers

$$x_n = \text{remainder}((ax_{n-1} + c) / m) \sim U(0,1)$$

choose m = to be the computer's word length

3.2 Using Random Numbers to Evaluate Integrals

Monte Carlo Integration

Let $g(x)$ be a function and suppose we want

$$\theta = \int_0^1 g(x) dx$$

If U is uniformly distributed over $(0,1)$, then

$$\theta = E(g(U))$$

Think of $f(u) = \begin{cases} 1 & \text{if } 0 \leq u \leq 1 \\ 0 & \text{otherwise} \end{cases}$ and $\theta = \int_0^1 g(u) f(u) du$

3.2 Using Random Numbers to Evaluate Integrals

Monte Carlo Integration

If we generate U_1, \dots, U_k independent uniforms then $g(U_1), \dots, g(U_k)$ will be IID with mean θ .

$$\sum_{i=1}^k \frac{g(U_i)}{k} \rightarrow E[g(U)] = \theta \quad \text{as } k \rightarrow \infty$$

$$\theta = \int_0^1 g(u) f(u) du$$

3.2 Using Random Numbers to Evaluate Integrals

Monte Carlo Integration

If we want $\theta = \int_a^b g(x)dx$, then we can transform x to y as $y = (x - a)/(b - a)$, with $dy = dx/(b - a)$

$$\theta = \int_a^b g(x)dx \quad \begin{aligned} dx &= (b - a)dy \\ x &= a + y[b - a] \end{aligned}$$

$$\theta = \int_0^1 g(a + [b - a]y)(b - a)dy$$

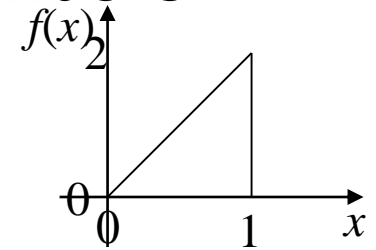
$$\theta = \int_0^1 h(y)dy \quad h(y) = g(a + [b - a]y)(b - a)$$

3.2 Using Random Numbers to Evaluate Integrals

Monte Carlo Integration

Integrate $\theta = \int_0^1 2x \, dx$ using $U(0,1)$ random numbers.

Analytically, we'd get $\theta = \int_0^1 2x \, dx = 2 \frac{x^2}{2} \Big|_0^1 = 1$.



Or we can generate uniform numbers u_1, \dots, u_n and

Calculate $\theta \approx \frac{1}{n} \sum_{i=1}^n (2u_i)$.

Matlab Code:

```
rng('default')  
n=10^6;  
u=rand(n,1);  
theta=sum(2*u)/n
```

Matlab Output:

```
theta = 1.0006
```

3.2 Using Random Numbers to Evaluate Integrals

Monte Carlo Integration

If we want $\theta = \int_0^\infty g(x)dx$, then we can transform x to y as $y = 1/(x+1)$, with $dy = -dx/(x+1)^2 = -y^2 dx$

$$\theta = \int_0^\infty g(x)dx \quad \begin{array}{l} dx = -dy / y^2 \\ x = 1 / y - 1 \end{array} \quad \begin{array}{l} \text{limits} \quad x = 0 \rightarrow y = 1 \\ \quad \quad \quad x = 1 \rightarrow y = 0 \end{array}$$

$$\theta = \int_0^1 g(1/y - 1) dy / y^2$$

$$\theta = \int_0^1 h(y) dy \quad h(y) = g(1/y - 1) / y^2$$

3.2 Using Random Numbers to Evaluate Integrals

Monte Carlo Integration

If we want $\theta = \int_0^\infty g(x)dx$, then we can transform x to y as $y = 1/(x+1)$, with $dy = -dx/(x+1)^2 = -y^2 dx$

$$\theta = \int_0^\infty g(x)dx \quad \begin{array}{l} dx = -dy / y^2 \\ x = 1 / y - 1 \end{array} \quad \begin{array}{l} \text{limits} \quad x = 0 \rightarrow y = 1 \\ \quad \quad \quad x = 1 \rightarrow y = 0 \end{array}$$

$$\theta = \int_0^1 g(1/y - 1) dy / y^2$$

$$\theta = \int_0^1 h(y) dy \quad h(y) = g(1/y - 1) / y^2$$

3.2 Using Random Numbers to Evaluate Integrals

Monte Carlo Integration

Most useful in evaluating multiple integrals.

$$\theta = \int_0^1 \int_0^1 \dots \int_0^1 g(x_1, \dots, x_n) dx_1 \dots dx_n$$

The key is to use $\theta = E[g(U_1, \dots, U_n)]$, where U_1, \dots, U_n are independent $U(0,1)$'s.

If we generate U_1^1, \dots, U_n^1
 U_1^2, \dots, U_n^2
 \vdots
 U_1^k, \dots, U_n^k then $\theta = E[g(U_1, \dots, U_n)] \approx \sum_{i=1}^k \frac{g(U_1^i, \dots, U_n^i)}{k}$.

Homework 2:

Chapter 3: # 1*, 3, 7, 9, 11.

*Repeat generating 10^4 of these.

Compute mean, variance, and make a histogram.

Repeat using Matlab's `rand()` command.

Compare results from to Matlab's `rand()`.